

Jonathan Frome  
Curriculum Vitae

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**EDUCATION**

- Ph.D. Department of Communication Arts (Film Studies), University of Wisconsin–Madison, 2006
- M.A. Department of Communication Arts (Film Studies), University of Wisconsin–Madison, 2001
- M.A. Department of English, University of Florida, Gainesville, 2000
- B.A. Department of Philosophy, Amherst College, 1995

**PROFESSIONAL APPOINTMENTS**

- 2019–2020 Visiting Scholar of Visual Studies, Lingnan University
- 2016–2019 Assistant Professor of Visual Studies, Lingnan University
- 2012–2016 Senior Lecturer, School of Interdisciplinary Studies, University of Texas at Dallas
- 2008–2012 Assistant Professor of Film and Digital Media, School of Arts and Humanities, University of Texas at Dallas
- 2007–2008 Visiting Assistant Professor of Film Studies, Department of Theatre and Film Studies, University of Georgia
- 2006–2007 Visiting Assistant Professor of Digital Media, School of Film and Digital Media, University of Central Florida

**PUBLICATIONS**

**Refereed Journal Articles**

- 2020 Intuition, Evidence, and Carroll's Narrative Theory. *Projections: A Journal for Movies and Mind*. 14(1): 37–57.
- 2020 *SportsCenter*: The Documentary? A Response to Pratt. *Journal of Aesthetics and Art Criticism* 78(1): 94–97.
- 2019 Interactive Works and Gameplay Emotions. *Games and Culture* 14(7–8): 856–74.

- 2014 Melodrama and the Psychology of Tears. *Projections: A Journal for Movies and Mind* 8(1): 23–40.
- 2013 *Snow White* : Critics and Criteria for the Animated Feature Film. *Quarterly Review of Film and Video* 30(5): 462–473.
- 2013 Interactivity, Performance, and Emotion. Translated by Yinan Li. *Arts Study* [第九輯] 9(1): 132–138.
- 2006 Representation, Reality, and Emotions Across Media. *Film Studies: An International Review* 8(1): 12–25.
- 2004 Helpless Spectators: Generating Suspense in Videogames and Film. Co-authored with Aaron Smuts. *TEXT Technology* 13(1): 13–34.
- 2004 Melodrama, Tears, and Life of Oharu. *16:9—Danish Journal of Film Studies*, 2(6).

### **Book Chapters**

- 2016 Videogame Sadness From *Planetfall* to *Passage*. In *Video Games and the Mind: Essays on Cognition, Affect and Emotion*, edited by Bernard Perron and Felix Schröter, 158–173. Jefferson, NC: McFarland.
- 2011 "I Wasn't Expecting That!" Cognition and Shock in *Alien's* (1979) Chestburster Scene. In *Film Moments: Criticism, History, Theory*, edited by Tom Brown and James Walters, 162–165. London: British Film Institute.
- 2008 Noël Carroll. In *The Routledge Companion to Philosophy and Film*, edited by Paisley Livingston and Carl Plantinga, 334–343. New York: Routledge.
- 2008 Why Do We Care Whether Link Saves the Princess? In *The Legend of Zelda and Philosophy*, 3–16. Chicago: Open Court.

### **Conference Proceedings**

- 2019 Describing the Game Studies Canon: A Game Citation Analysis. Co-authored with Paul Martin. In *Proceedings of the 2019 Digital Games Research Association Conference*. Kyoto: Ritsumeikan University.
- 2009 The Ontology of Interactivity. In *Proceedings of the Philosophy of Computer Games Conference 2009*, edited by John Richard Sageng. University of Oslo.
- 2007 Eight Ways Videogames Generate Emotion. In *Proceedings of the 2007 Digital Games Research Association Conference*, edited by Baba Akira, 831–835. University of Tokyo.

## **Encyclopedia Articles**

2008 Noël Carroll. In *Dictionary of Media and Communication Theory*, edited by Soren Kolstrup. Copenhagen: Samfundslitteratur.

## **Manuscripts in Preparation**

Emotion Frames and Videogames, book manuscript to be submitted by Fall 2020. Target Presses: MIT, NYU

Describing the Game Studies Canon: A Game Citation Analysis, article to be submitted to *Games and Culture* by Fall 2020

Videogames and Aesthetic Legitimacy, book proposal to be submitted to MIT Press's Playful Thinking series [Invited]

## **ACADEMIC AWARDS AND HONORS**

2005 University Capstone Teaching Award, UW–Madison

2004 University Dissertator Fellowship, UW–Madison

2004 Department McCarty Dissertation Award, UW–Madison

2003 Department Helen K. Herman Memorial Fund Scholarship, UW–Madison

2003 Department Vilas Continuing Research Award, UW–Madison

2001 University Graduate Fellowship, UW–Madison

1997 University Presidential Fellowship, University of Florida, Gainesville

## **PROJECT GRANTS**

2018 Faculty Research Grant for "Aesthetic Legitimacy in Film and Videogames," HKD \$49,250 (USD \$6,300), Lingnan University

2017 Teaching Development Grant for "Increasing Student Participation, Comprehension, and Engagement Through Use of a Classroom Response System," HKD \$200,000 (USD \$25,500), Lingnan University

2016 Faculty of Arts grant for "Teaching Interactive Media," HKD \$190,000 (USD \$24,000), Lingnan University

## INVITED TALKS

- 2018      Game Stories and Narrative Structure. Hong Kong Polytechnic University, School of Design, Game Design, Hong Kong, November 8.
- 2016      Emotion, Medium-Specificity, and Videogame Evaluation. City University of Hong Kong symposium, Current Perspectives in Game Studies. Hong Kong, December 16.
- 2013      Sadness in 1600 Pixels: Jason Roher's *Passage*. University of Hamburg symposium on Games, Cognition, and Emotion. Hamburg, Germany. July 5–6.
- 2013      Videogames and Sadness. Center for Computer Games Research, IT University of Copenhagen. June 27.
- 2013      Computer Games, Emotions, and Films. Department of Media, Cognition, and Communication. University of Copenhagen. June 21.
- 2006      The Role of Reality. University of Copenhagen symposium on Cognition, Culture, and Audiovisual Media, Copenhagen, Denmark. November 16–17.
- 2006      Reality and Film Emotions. Society for the Philosophic Study of Contemporary Visual Art. Chicago, IL. April 27.

## CONFERENCE ACTIVITY

### Refereed Presentations (selected)

- 2019      Appraisal Frames and Videogame Emotions. Chinese Digital Game Research Conference. Beijing, China. Aug 17-18.
- 2019      Describing the Game Studies Canon: A Game Citation Analysis. Co-authored with Paul Martin. Digital Games Research Association. Kyoto, Japan. Aug 6-10.
- 2018      The Illusion of Choice in Videogames. Society of the Cognitive Studies of the Moving Image. Bozeman, MT. June 13–16.
- 2018      Interactive Narrative Strategies in Videogames. Chinese Digital Game Research Conference. Shenzhen, China. Sep 8–9.
- 2015      Emotional Response to Popular vs. High Art. Society of the Cognitive Studies of the Moving Image. London, UK. June 18–21.
- 2014      Why Would Crying Make Videogames Art? Society of the Cognitive Studies of the Moving Image. Lancaster, PA. June 11–14.

- 2013 Twofoldness, Threefoldness, or More? Seeing-In Videogames. American Society for Aesthetics. San Diego, CA. October 30–November 2.
- 2012 Image and Interactivity. Arts and Performance Conference at Southeastern University. Nanjing, China. June 9–11, 2012.
- 2010 Impact of Image Quality on Emotional Intensity. Society of the Cognitive Studies of the Moving Image. Roanoke, VA. June 2–5.
- 2009 On Tavinor's "Towards an Ontology of Videogames." American Society for Aesthetics. Denver, CO. October 21–24.
- 2009 A Cognitive Approach to Matters of Taste. Society of the Cognitive Studies of the Moving Image. Copenhagen, Denmark. June 24–27.
- 2008 The Problem of the Question of Erotetic Narration. Society of the Cognitive Studies of the Moving Image. Madison, WI. June 11–14.
- 2008 Representation and Motivation in *The Legend of Zelda*. Society for Cinema and Media Studies. Philadelphia, PA. March 6–9.
- 2007 Eight Ways Videogames Generate Emotion. Digital Games Research Association. Tokyo, Japan. September 27.
- 2007 Melodrama and the Pursuit of Tears. Society of Cinema and Media Studies. Chicago, IL. March 8–11.
- 2007 Videogames, Fiction, and Reality. Philosophy of Computer Games. Reggio Emilia, Italy. January 25–27.
- 2006 Interactivity and Emotions in Popular Art. American Philosophical Association, Eastern division. Washington, DC. December 27–30.
- 2006 The Pursuit of Tears: Sadness in Videogames. Society for the Cognitive Studies of the Moving Image. Potsdam, Germany. July 20–23.
- 2006 The Paradox of Play: Videogames, Cinematography, and Emotion. Society for Cinema and Media Studies. Vancouver. March 2–5.
- 2005 Can Imagination Theories Explain Our Experience of Videogames? American Society of Aesthetics. Providence, RI. October 20.
- 2005 Theorizing the Videogame Experience. Society of Cinema and Media Studies. London. April 2.
- 2004 Wicked Cities: Style in Anime Adaptation. Society of Animation Studies. University of Illinois, Urbana. October 1.

- 2004 Emotions in the First-Person Shooter. Society for Cognitive Studies of the Moving Image. Calvin College, Grand Rapids, MI. July 23.
- 2004 False Histories: Truth, Uncertainty, and The Thin Blue Line. Society of Cinema and Media Studies. Atlanta, GA. March 5.
- 2004 Sympathy and Simulation. American Society of Aesthetics. Coral Gables, FL. November 2.
- 2002 Animation Aesthetics Before 1940. Society of Animation Studies. Burbank, CA. September 29.
- 2001 Revisiting Identification. Center for Cognitive Studies of the Moving Image. Pecs, Hungary. May 21–24.

### **Other Participation**

- 2005 Discussant. A Conversation Across Generations of Media Scholars. Panel presentation with David Bordwell, Henry Jenkins, and Kurt Squire. Games, Learning and Society conference. Madison, WI. June 24

### **CAMPUS TALKS**

- 2017 Film and Narrative Comprehension. Lingnan University, Workshop on the Philosophy of Cinema. Hong Kong, May 25-26.

### **TEACHING EXPERIENCE**

#### **Lingnan University**

Evolution of Art and Culture

Film Theory and Criticism

Mind, Body, and Emotion

Videogame Theory and Analysis

#### **University of Texas at Dallas**

Evolution of Art and Culture

Film Theory

History of World Cinema

Mind, Body, and Emotion

Nature of Intellectual Inquiry  
Seminar in Interdisciplinary Studies  
Understanding Film

Graduate Courses

Documentary Film  
Art and Evolution  
Film Theory  
Theories of Embodiment  
World Cinema

**University of Georgia**

History of Cinema I  
History of Cinema II  
Introduction to Cinema  
Videogame Theory

**University of Central Florida**

Film History I  
Ways of Seeing (graduate course)

**University of Wisconsin–Madison**

History of Documentary Film  
History of World Cinema  
Introduction to Video Production  
Speech Composition

**University of Florida, Gainesville**

Expository and Argumentative Writing  
Film Analysis

## **Student Supervision**

Supervision of undergraduate theses (5)

Supervision of graduate students (1)

PhD student committee member (4)

## **PROFESSIONAL SERVICE (SELECTED)**

### **Peer Review**

Digital Games Research Association Conference, 2019-present

*Games and Culture*, 2007–present

*Journal of Aesthetics and Art Criticism*, 2010–present

MIT Press, 2011

*Projections: The Journal for Movies and Mind*, 2009

Taylor and Francis Press, 2007

Chinese Digital Games Research Association Conference, 2018–2019

Philosophy of Computer Games Conference, 2008-2010

### **To Profession**

Editorial Board, *Journal of the Korean Society for Computer Games*, 2020–present

Graduate Mentor, Doctoral Colloquium, Chinese Digital Games Research Association, 2018

Board Member, Chinese Digital Games Research Association, 2017–present

Editorial Board, *Games and Culture: A Journal of Interactive Media*, 2013–present

Fellow, Society of Cognitive Studies of the Moving Image, 2006–present

Coordinator of Player Experience Special Interest Group, Digital Games Research Association, 2005–present

Judge, Serious Games Showcase & Challenge at the Interservice/Industrial Training, Simulation, and Education Conference, 2007–2013

Website administrator, Society of Cognitive Studies of the Moving Image, 2006–2011



## **To University**

Undergraduate Admissions Sub-Committee (Arts Programs), 2018–present

Coordinator, Visual Studies Department Research Assessment Exercise, 2018–2020

Lecturer, Graduate Student course "Academic Writing and Research Methodology across Disciplines," 2018-2019

Undergraduate Admissions Committee, 2018–2019

Staff-Student Consultation Committee for Visual Studies BA, 2018–2019

Programme Planning Committee for new degree program in Animation and Digital Arts, 2018–2019

Founder and Manager, Lingnan University Videogame Lab, 2016–present

English Language Enhancement Program and Curriculum Committee, 2016–present

Sub-Committee on Language Enhancement, 2016–2018

Speaker Coordinator, Department of Visual Studies, 2016–2018

Secretary, Department Board, Department of Visual Studies, 2016–2017

Ph.D. Committee Member, Department of Visual Studies, 2016

## **PROFESSIONAL AFFILIATIONS**

American Society for Aesthetics, 2004–5, 2009, 2013

Society for Cinema and Media Studies, 2004–6, 2015, 2019-present

Digital Games Research Association, 2007, 2019–present

Chinese Digital Games Research Association, 2018–present

Society for Cognitive Studies of the Moving Image, 2004–present

## REFERENCES

David Bordwell, Jacques Ledoux Professor of Film Studies, Emeritus  
University of Wisconsin–Madison  
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Madison, WI 53706  
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